NAME GAMES

FRUITY NAMES: Have each person in the group think of a fruit that starts with the same letter as their first name. Then have the first person say their fruit along with their name, i.e., Apple Anne, Kiwi Karen. The second person says their fruit and name, and then introduces the first person and his/her fruit and name to the group. The third person says their fruit and name, then reintroduces the first and the second person, etc.

ADJECTIVES AND NAMES: Have each person in the group think of an adjective which describes them and which starts with the same letter as their first name. Then have the first person say their name along with their adjective, i.e. Moody Mark. The second person says their name and adjective, and then introduces the first person and his/her adjective to the group. The third person says their name and adjective, then reintroduces the first and the second person, etc.

NAMES AND ACTIONS: Name and something you enjoy doing. Come up with an action to represent what you like doing. Ask everyone to say their name and something they enjoy doing (I’m Virginia and I love to ride horses). Same deal as above. As you go around the circle, you will repeat what the person’s name and interest are. (That’s Jane and she loves to entertain, Jessica who likes to go see movies, and I’m Virginia and I love to ride.)

KOOSH BALL TOSS: You will need 1 or 2 koosh balls. You ask the group to get in a circle (standing) making sure that no one gets it more than once (hint: have persons who haven’t gotten the ball yet to keep their hand raised.). You will be tossing the ball around the circle. The rules are that you can’t hand it to the person next to you (must be a toss), and before you toss it you should say “Here Jane” (to alert Jane that you will be throwing something at her). Once Jane catches it, she says “Thank you Virginia”. Each person needs to catch the ball, and there should be no repeats. Once they’ve done that, you ask them to remember who they threw it too, because they will be following that order. The goal is to see how fast they can get through the cycle without dropping the ball. Once they begin, you can throw in another ball, to see how they adapt. After they finish the cycle, you can ask them to brainstorm ways to go even faster. Once they decide on the method, they can go through it one more time.

MOVING NAME GAME: Form one big circle. Have everyone think of a series of motions that coordinate with the number of syllables or beats in their name. It doesn't have to be anything elaborate, just distinct and easily repeatable. Then go around the circle with each person saying their name and showing their movement. The group will repeat the person's name and movement. You go to the next person and they share their name and movement, but then you go back to the first person and the group repeats their name and movement as well as the second person's. Then the third person goes, and the group repeats the first and second person along with the third's, etc.
ZIP-ZAP-ZOOM: In a group of 10 to 12 people, arrange them in a circle with one person in the center. This person randomly points at another and says "ZIP", "ZAP", or "ZOOM". If they say "Zip", the person must give the name of the person to their right, if they say "Zap", the name of the person on their left, and if they say, "Zoom", they must say their own name. When someone makes a mistake or takes too long, then they switch places with the person in the middle.

Pair up with someone. Introduce yourselves. Sit on the floor, back to back, with arms linked. Stand up. After you’ve done that, find another pair and repeat the process. Do it until you have at least 8 people in your group.